



RICHARD HOUGHTALING

3D GAME ARTIST

Work History | Commercial Training Solutions, Orlando, FL - Feb. 2012 - Aug. 2012
3D Artist Contractor - Responsible for animation, modeling and texturing props.
Created a new rigging and animation pipeline using HumanIK.

Sky Parlor Studios, Sanford, FL - Aug. 2011 - Feb. 2012
Digital Artist Intern - Responsible for modeling and texturing characters, props, and environments for mobile games. Main artist/ animator for Pollen Power.

City of Clewiston, Clewiston, FL - 2009 - 2010
IT Assistant/Engineering Projects Technician - Edited city maps in AutoCAD, resolved IT issues, and graphic/web design.

Lowe's, Gainesville, FL - 2010 - 2011
Customer Service Associate - Assisted customers, oversaw and carried out tasks in my department, and provided additional help where it was required.

Production Skills | 3D Skills - Organic Modeling and Sculpting, Hard Surface Modeling, Texturing, UV Layouts, Animation, UI Art, Lighting, Rigging

Software - Autodesk Maya, Mudbox, and 3D Studio Max, ZBrush, Adobe Photoshop & Illustrator, UDK, Unity 3D, Crazy Bump, xNormal, Roadkill, UV Layout, Mental Ray, Final Cut Pro, MS Office

Platforms - Windows and Mac

Personal Traits | Team Oriented and Extremely Adaptive
Highly Motivated, Resourceful, and Organized
Industrious and Easygoing

Additional | Equally skilled in most artistic fields of game development.
Experienced in taking 3D assets from start to finish using concepts.
Easily able to switch between different fields of work during production.

Education | Full Sail University, Winter Park, FL - 2009
Bachelor of Science, Computer Animation